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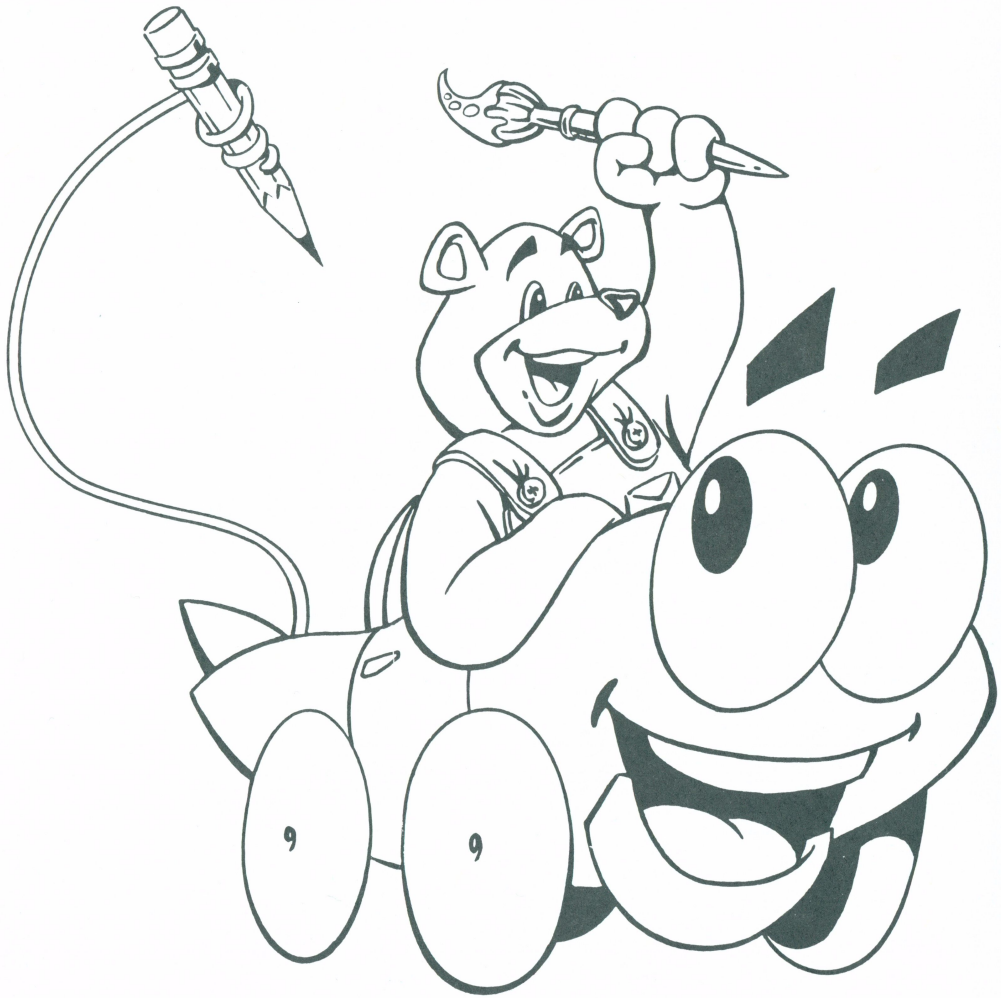
Putt-Putt & Fatty Bear's
Activity Pack™



Humongous Entertainment

Putt-Putt and Fatty Bear's Activity Pack™
Game Manual

This manual contains PC and Macintosh installation information, as well as general game play information and a PC Trouble-Shooting Guide.

PC Installation

Putt-Putt and Fatty Bear's Activity Pack requires a 12 MHz 286 (or faster) PC System with 550K free RAM, 1 Meg. EMS, a CD-ROM drive, and a VGA graphics card. The program can be run directly from your CD-ROM, or copied to your hard drive for greater speed. To copy it to your hard drive, create an **Activity** directory and copy all the CD-ROM files into it.

Before playing, you must select a sound card. To do this, type **SETUPCD** from your CD-ROM root directory before starting the game.

To play from the CD-ROM (after setting up your sound card), type:

D: (Enter)
Activity (Enter)

Note: We assume your CD-ROM is assigned to drive D:. If not, please substitute the appropriate letter designation.

Sound Support

Putt-Putt and Fatty Bear's Activity Pack supports a wide variety of sound cards and add-on devices for speech and music. The quality of the speech and music can vary significantly depending on both your sound device and computer. When selecting a sound configuration, please keep the following things in mind:

Running on slower machines

A loss of speech quality may result when using the internal PC speaker, AdLib™, Disney Sound Source™, or Covox Speech Thing™ on a system running at less than 25 MHz. If this happens, select a sound configuration that does not include music.

Launching from Windows

We advise against launching **Putt-Putt and Fatty Bear's Activity Pack** from Windows™ unless you have a SoundBlaster™ or other supported cards that use DMA. Other sound cards/devices may suffer a significant loss in sound quality.

Macintosh Installation

Putt-Putt and Fatty Bear's Activity Pack requires a Macintosh LC III or higher, a CD-ROM drive, 256 color graphics and at least 3 Mb free RAM. To play the game, open the CD-ROM drive icon and double-click on the **Putt-Putt and Fatty Bear's Activity Pack** icon. The program can be copied to your hard drive for greater speed. Simply create a folder and copy all the CD-ROM files into it.

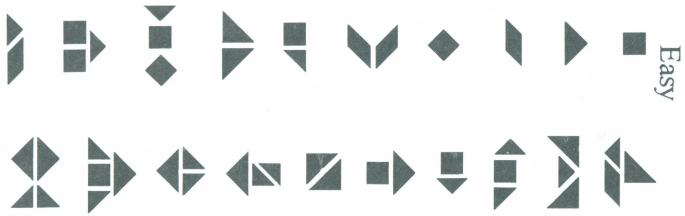
Screen Sizes

Putt-Putt and Fatty Bear's Activity Pack has several different screen sizes and options; each offers advantages. These options can be selected by pulling down the **Windows** menu once the program is running.

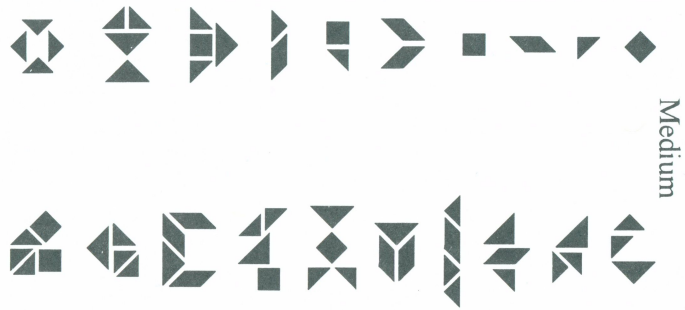
Small	This screen is ideal on slower machines.
Medium	If you have a smaller monitor or only 256K video memory, Medium works best.
Large	Uses as much of the screen as possible, but with reduced speed on some computers.
Smoothing	Smoothes out the graphics, but can cause a speed loss on slower computers.

Tangram Solutions

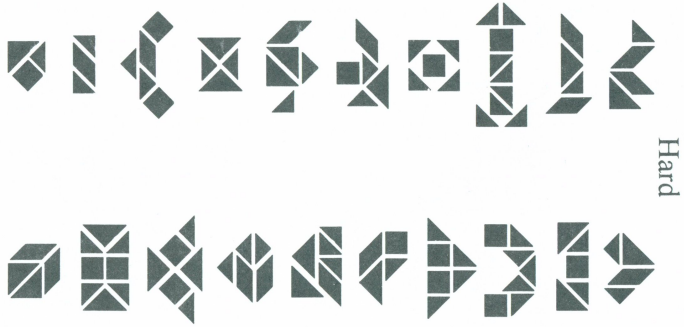
Easy



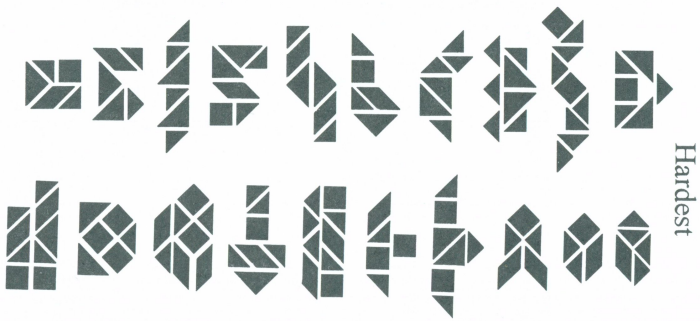
Medium



Hard



Hardest



PC Problems You Can Solve Yourself

Starting the Game

• Game freezes before or just as sound comes on.

Check the IRQ setting of your sound card. Be sure you chose the same IRQ when you installed the game. See your sound card manual for information on IRQ settings. To change the IRQ see **Changing sound cards** in the front of this manual.

• "Sound card unable to initialize" message appears before the game starts.

Check the I/O address of your sound card. Be sure you chose the same I/O address when you installed the game. See your sound card manual for more information on I/O addresses.

During Play

• "Out of memory error..." message appears, or the game starts to run very slowly. Be sure you have at least 550K of free RAM. If not, you may have to create a smaller system boot disk. See your operating system manual for more information.

• Game does not recognize your joystick, or the on-screen cursor is drifting. Be sure your joystick is plugged into the proper joystick port, then press **CTRL-j.**

• Game does not recognize your mouse.

Be sure the mouse driver that came with your mouse is properly installed in DOS; your mouse will not operate if its driver has been installed through Windows. When your mouse driver is correctly installed, press **CTRL-m** (hold down the **CTRL** key and at the same time, press **m**) while running the game.

• (Using Windows) Message asks you to raise your DMA buffer to a given number.

With an editor (such as Notepad or Desktop Editor), change the following line under the [386Enh] heading in the SYSTEM.INI file to **DMABufferSize=50**. If this line is not present, you may type it anywhere under the [386Enh] header.

• Colors on the screen are wrong.

Using an editor (such as Notepad or Desktop Editor) add the following line to your ACTIVITY.INI file **SlowColor=1**

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If you find the program is running a bit slow, try starting up your Mac with INIT's and extensions turned off. To do this under System 7, hold down the SHIFT key while your Mac is booting. Under System 6, remove INIT's from your System folder and restart your computer.

Keyboard Commands

PC	Mac	Starting and Stopping the Game
Ctrl-c, Alt-q, Alt-x	⌘ Q	Exit game
F8	⌘ R	Restart game
Spacebar	Spacebar or ⌘ P	Pause/unpause game
		Music Commands
M or m	⌘ M	Turn on/off music
	⌘ D	Turn on/off voices
[		Lower music volume
]		Raise music volume
		Text Display Commands
T or t	⌘ T	Turn on/off text display
+		Speed up text display
-		Slow down text display

How to Play *Putt-Putt and Fatty Bear's Activity Pack*

Putt-Putt and Fatty Bear's Activity Pack contains 15 different games and activities. Most of the games are played with either Putt-Putt or Fatty Bear. A few are played by yourself. Many allow you to set a difficulty level. Although designed for children 3-8, many of the games should give even parents the occasional run-for-the-money at the Hardest level.

Selecting a Game to Play

When **Putt-Putt and Fatty Bear's Activity Pack** starts, you will see a title screen with fifteen icons representing the 15 games. Putt-Putt and Fatty Bear will invite you to pick a game. To select a game, click on the picture of the game you want to play. On some of the games, you will be asked to select a difficulty level. Descriptions of the levels can be found in the specific game rules.

Putt-Putt's Games

Tic-Tac-Toe

Ok, you know the rules for this one. You get the X's; Putt-Putt plays the O's. You take turns placing an X or O on the board. The first player to get three X's or O's in a row is the winner. If neither player does this, the game is a draw. You and Putt-Putt take turns going first.

Difficulty Levels

Easy - Putt-Putt plays in a completely random way. He knows the rules of the game, but doesn't know how to apply them. Great for 3 year olds!
Medium - Putt-Putt has a basic understanding of how to play, but he makes a lot of mistakes.
Hard - Putt-Putt knows how to win. He still makes mistakes, but not as many as before.
Hardest - Putt-Putt knows the rules and the strategy. He's a really tough opponent at this level. Of course, there's always a chance that he'll make a mistake.

Checkers

Putt-Putt plays red; you play blue. Checkers are moved forward diagonally one square at a time. To move a checker, first click on him. The checker will stand up. The squares to which the checker may move will flash blue as you move the cursor over them. Click on the square you wish to move the checker to. He will walk there and sit down. If you have selected a checker to move and change your mind, click on him again and he will sit back down.

To capture Putt-Putt's checker, you must jump it. If you have captured a checker, and are now on a square from which you can jump over another piece, your checker will remain standing after completing his jump. He will occasionally tap his foot impatiently until you see the move. If you haven't seen it in about 45 seconds, he gives up and sits down. Play then passes to Putt-Putt. In double or triple jumping, you can change diagonal direction (left or right), but must always move forward. Note: In traditional Checkers, a player **must** jump if such a move is available. As this version is for children, we have suspended this rule.

When your checker arrives at the far end of the board, he will be kinged. A king operates just like a single checker, except that he may move forward or backward. In the case of a double or triple jump, he can even move forward and backward in the same turn! When a checker is crowned, his turn ends. Play continues until one player's checkers are gone, or a player can't move.

Difficulty Levels

Easy - Putt-Putt knows how to move, but that's it. His moves are completely random.
Medium - Putt-Putt's improving, but he never sees those double jumps.
Hard - Putt-Putt's getting good now. He catches some of those double (and triple) jumps.
Hardest - Putt-Putt's at his best. The odds of him making a "not so smart" move are low.

Remember!

This is Putt-Putt's version of the classic card game "Concentration". The object of the game is to match all the cards into pairs. The cards are face down. Click on a card to turn it over, then click on another card. When the cards match, they will stay face-up. If they don't match, they will flip face-down again. This is a solo game - Putt-Putt's there to offer support and encouragement.

Difficulty Levels

Easy - There are 8 cards in the game.
Medium - There are 16 cards in the game.
Hard - There are 24 cards in the game.
Hardest - There are 32 cards in the game.

Cheese King

This is played like Hangman, except that instead of drawing a hanging body, the Cheese King comes out to reclaim a piece of his cheese. When the cheese is gone, you have one guess left. You choose a letter by clicking on it.

Difficulty Levels

Easy - Only the first letter is missing. This level is good for children just learning the ABCs.
Medium - Beginning reader words. All of the words are phonetically correct. There are no blends.
Hard - Words are still geared toward the early reader, but this level includes some blends and silent 'e's.
Hardest - These words are harder, but nothing as tough as "dimethyl chloride".

Word Hunt

This is Putt-Putt's version of the popular word search games found in many newspapers. A list of letters or words is provided on the left side of the screen. A grid of letters is displayed on the right.

To select a found word, click on the first and last letters of the word. You may also click on the letters one at a time (starting from the beginning or end of a word). Putt-Putt keeps track of the words found. Unfound words are displayed in yellow. Once found, they change to a different color.

Color	Result
Red and Yellow	Orange
Red and Blue	Green
White	Lightens any color
Black	Darkens any color

You can also mix the colors in your paint tins with each other. Simply use the eyedropper to pick up a color from any paint tin and you're on your way. The eyedropper can even pick up color from the painting itself (especially handy when you accidentally erase a color).

To paint, click on the paintbrush to pick it up (clicking on a color also picks up the paintbrush). Click on any of the 5 Starter colors or a new mixed color; your paintbrush tip will change to that color. Click on the area you want to paint. The color will appear in that area. The Paint Set tends to fill in whole areas. For example, if you click in one sky section, **all** the sky areas will fill at once.

Use the "Oh no" button to erase a mistake. Clicking on this causes the last area painted to revert to its previous color. In addition to the **"Oh no"** button, be aware that any area in a painting can be painted over & over again. Just pick a new color & paint!

Use the sponge to empty a paint tin or clear your picture. Click on the sponge to pick it up. To empty a paint tin, just click on it. To clear a page back to its original drawing, move the sponge anywhere on the picture and click. You will then be asked if that's really what you want to do. Click on the Yes icon to erase the picture.

Customer Service

Have a question? We're always happy to help. There are three ways to reach us:

Phone/fax
Call our friendly customer support staff at **206-485-1212**, Monday through Friday between 8:30 AM and 5:30 PM Pacific time. Or fax us at **206-486-9494**.

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CompuServe:	Game Publisher C Forum (GO HUMONGOUS) 72662, 1360
America On-line:	HumongousE
Applelink:	Humongous
Genie:	XKY08428

Credits

Programmers: Bret Barrett and Peter Crayne
Art and Animation: Augie Pagan and Brad Carlton
Circus Stormin' levels designed by Lisa Wick and Richard Moe
QA Supervisior: Day Evans
Package Illustration: Augie Pagan
Color Separations and Film Prep: Litho Design Inc.
Voice and SFX Editing: D. C. Timoney
System Programming: Ron Gilbert and Brad P. Taylor
Documentation: Shelley Day and Tony Peccolo
Music: Tom McMail
Package Design: James Clark Design

Other Games

Pinball

This game allows children to build their own pinball machine and play to their hearts' content. To place pegs on the machine, just click on one of the holes on the backboard. This places a peg in the straight horizontal position. To change the peg's position, click on it again. This tips the peg to the right. Another click will tip it to the left. The next click will remove it. To shoot a ball, click on the plunger on the right side of the screen.

Tip to parents: After you've shown your child how to place pegs and shoot the ball, try to keep quiet. (As parents, ourselves, we know how difficult this can be.) Let your child explore getting the balls to do different things - follow a particular path, get trapped- on their own.

Circus Puzzle Blocks

The blocks rotate to form six different circus scenes. Click on a block to rotate it. When the blocks are correctly placed, a horn section blasts its congratulations. The blocks were designed to fit together in strange ways - which leads to some hilarious pictures. Have fun with it. To mix the pieces up, just click on the circle of arrows in the lower left coner.

Tangrams

Welcome to Tangrams - a puzzle created centuries ago in China. Legend has it that a man dropped a piece of tile which broke into 7 pieces. In the process of trying to put it back together, he created a number of new shapes, and Tangrams was born. In our version, you are shown a shape in the top half of the screen. In the bottom half are the pieces you need to build the shape. There are 4 levels, each containing 20 different Tangrams. As you make your way through the levels, the puzzles are progressively more difficult.

To pick up a piece, just click on it. To drop it into place in the shape, move the piece to the proper position and click again. If you need to rotate it to a different position before dropping it, move the piece on top of the Rotate button (located in the center of the screen). Your cursor will change to the Rotate icon. Simply click the mouse button to rotate the piece (On a PC, the left button rotates counter-clockwise; the right button rotates clockwise).

After you've completed a Tangram, or if you've given up and want to move on, just click on the arrows at the left and right edges of the screen to move backward or forward, respectively. If you're really stuck, the solutions are in the back of this manual.

Difficulty Levels

Easy - These are very basic and make a great way to learn about shapes. No shapes need to be rotated.
Medium - An introduction to rotation, it starts off very easily and moves on from there.
Hard - More complex than Medium - this is the level that started to stump "some of the people some of the time" around our office.
Hardest - What can we say? It's harder than Hard.

Paint Set

The Humongous Paint Set comes with 35 pictures and 5 Starter colors (black, red, yellow, blue and white). From there, kids can mix their own paint set and learn about color.

To choose a picture, click on the small arrows at the left and right edges of the screen. These allow you to scroll forward and backward through the pictures.

To mix your paints, click on the eyedropper. Your cursor will change to an eyedropper. Now, click on the color you want to pick up (let's say blue); the eyedropper will fill with that color. Click on one of the empty paint tins on the left; the color will appear in that tin. Select a second color (how about yellow?) and squirt it into the same tin. A new color has been made (green!). This color chart covers the basics:

If you need help, you can click on the letter or word in the list. A circle will appear over the grid. Within that circle is the first letter of the word.

Difficulty Levels

Easy - This basic level is a fun way for kids to learn to identify letters. A 5 X 5 grid of letters is on the right. The list of letters to find is on the left.
Medium - A 5 X 5 grid is on the right. A list of three words to find is on the left. Words do not exceed four letters and they only appear horizontally from left to right.
Hard - Letters appear in a 10 X 10 grid. Eight words need to be found. Word length does not exceed five letters. Words appear horizontally and vertically.
Hardest - Words are contained within a 15 X 15 letter grid. Twelve words need to be found. Maximum word length is ten letters. Words can appear horizontally, vertically and diagonally.

Guess it!

Guess It! is Putt-Putt's version of classic guessing games. Putt-Putt mixes up the fruits to come up with a mystery combination. You try to guess the combination!

Select and place the individual fruit shapes into the tray. To pick up a fruit, click on it. Then, place it in any of the four or five empty spaces.

After all the empty spaces are filled, Putt-Putt lets you know how well you've guessed. A red X is placed over the fruit that is not used in the mystery combination. A green oval is placed around a fruit that is in its proper position. Objects without a red X or green oval are used in the mystery pattern, but are not yet in the correct spot.

You will have eight chances to determine the mystery combination.

Note: You can also move fruits up from the last row you completed, instead of picking them up from the bottom of the screen.

Difficulty Levels

Easy - In this basic level, the combination is made up of only four spaces. You have five fruits to select from. Each fruit can be used only once.
Medium - The mystery combination is made up of four spaces. You have six fruits to select from. Each fruit can be used only once.
Hard - This level is a little more challenging. The combination is again made up of four spaces, however eight fruits are available. And, a fruit can be used more than once!
Hardest - This level will challenge most adults. The combination is now made up of five spaces. Eight fruits are again available for selection. Any fruit can be used more than once.

On-Ramps and Off-Ramps

This is Putt-Putt's version of the classic chase game, Snakes and Ladders. On-ramps and off-ramps are arranged around the playing surface. Playing against Putt-Putt, you move around the board, hoping to land on an on-ramp that zooms you ahead, while trying to avoid the off-ramps which move you back! The first player to land on the FINISH square wins the game.

Four different game boards are available. Select the one you want by clicking on it. The boards are more complex as you move from left to right. The two boards on the left are played by color—great for younger kids who are "pre-counters." The other two game boards, represented by the icons on the right side of the screen, are played by number. Select either one to play the game by number.

Your game piece on the board is represented by a car. Putt-Putt invites you to pick a color for your car by clicking on a color on the spinner. You and Putt-Putt then take turns moving along the board. To spin the wheel, just click on it. Move to the appropriate color, or the number of correct spaces, as indicated on the spinner.

You and Putt-Putt motor along until one of you reaches the FINISH square. The first player to reach the FINISH square wins the game!

Circus Stormin'

Circus Stormin' is a 75 level arcade game for kids (and adults)! You control Putt-Putt with his gyropack. Your mission? To help Putt-Putt take off and fly safely through each level!

Four different icons enable you to start the game at different levels. The first icon on the left begins the game at Level 1. The second begins the game at Level 16. The third take you to Level 32. And the last icon on the right goes all the way to Level 48. The higher the level, the more difficult it is to get Putt-Putt to the end safely. Once you've selected your level, just move the mouse to take off and to make Putt-Putt fly higher or lower.

Each level starts with a different amount of fuel. On some levels, you do not start with enough fuel to finish, so be sure to hit those balloons - they give you more fuel. There are four different balloons, each containing differing amounts of fuel. Fuel ranking from highest to lowest is as follows: Blue, Green, Yellow, Red.

Hitting objects (other than balloons) causes you to crash or lose fuel. Fuel loss occurs when Putt-Putt crashes into "living" things (i.e. any circus performer or animal), flying food (including hot dogs, pies and popcorn) and rockets. Crashes occur when Putt-Putt runs into "non-living" things (including tight-ropes, stilts, high-dives, brick walls, fire hydrants, anvils, and weights). If Putt-Putt crashes, you lose a gyropack.

Note: There is no penalty for hitting a parachute—only for hitting the object hanging from it. Hitting the water spewing from a hydrant is only a distraction and won't take away fuel or cause a crash. Also, keep an eye out for tunnels. Tunnels may contain helpful surprises!

At the end of each level, your remaining fuel is converted to points. You earn a new gyropack for every 10,000 points. You can have up to three gyropacks at a time.

To exit Circus Stormin', press the Esc key.

Fatty Bear's Games

Go Fish

A great beginners card game, Go Fish combines skill and luck to make a game that's fun for all. The object of the game is to make sets composed of 4 matching cards. Sets are made by asking the other player for a particular card. The player with the most sets wins.

Fatty Bear deals the cards using the Numbers deck. There are two other decks to choose from - Traditional and Pictures . To change decks, click on the Deck icon in the upper left corner of the screen. You may do this at any time.

Once the cards have been dealt (you may press Esc to speed this up), just click on the card in your hand that you want to ask Fatty Bear for. If he has any, he will turn them over to you. If this gives you a set of four matching cards, the set is removed from your hand and set aside at the edge of the table. Your turn continues until you ask for a card that Fatty Bear does not have. He will then tell you to "Go Fish", and a card will be drawn for you from the stack in the middle of the table. This will end your turn (for exceptions, see **Easy Level**, below).

When your turn is completed, Fatty Bear asks you for a card. If you do not have it, the "no" icon appears in the middle of the screen. Just click on it to say "no". If you do have the card he asked for, click on that card in your hand and the cards will be given to Fatty Bear. His turn continues until he asks for something you do not have.

Play continues in this manner until all cards have been made into sets. The player with the most sets is declared the winner.

Difficulty Levels

Easy - Fatty Bear plays like a parent. In other words, he somewhat controls wins versus losses, so nobody gets too discouraged. Also, Fatty Bear uses his grandpas special "beginners only" rule - if you are told to "Go Fish" and then draw the card you asked for, you get another turn.

Medium - Fatty Bear plays a decent game, but does tend to forget who asked for what card. Beginners Rule still applies.

Hard - Fatty Bear knows how to win. He still makes a few strategic errors, but not nearly as many as he did at the Medium level. Beginners Rule is gone from here on out.

Hardest - Fatty Bear has a perfect memory and plays to win. He never forgets what you asked for.

Reversi

Invented in the late nineteenth century, Reversi has become a classic game of strategy and logic. The object is to trap Fatty Bear's pieces between two of your own, thereby flipping them over to your color. The player with the most pieces on the board at the end of the game is the winner.

The game starts with 4 pieces on the board (two of each color). Fatty Bear plays red; you play green. You and Fatty Bear take turns placing pieces on the board. To place a piece on a particular square, two conditions must be met:

1. It must be next to a square containing one of Fatty Bear's pieces.
2. It must trap at least one of Fatty Bear's pieces in a line in **any** direction between itself and another one of your pieces.

If a particular square meets these two conditions, it will flash when you pass the cursor over it. Click on the square you wish to place your piece on. Your piece will appear and cause all of Fatty Bear's affected pieces to flip to your color. If a player doesn't have a legal move available, play passes to the other player.

Difficulty Levels

Easy - Fatty Bear "accidentally" makes not-so-smart moves. Great beginners level.

Medium - Fatty Bear understands how to play, but he still makes a lot of mistakes.

Hard - Fatty Bear's a solid challenge now. He's thinking ahead and planning out strategy. Of course, on occasion, things slip by him.

Hardest - Fatty Bear's at his best. He thinks ahead, employs heavy strategy, and rarely makes a mistake.

Lines and Boxes

Remember this classic from childhood? A grid of dots is laid out. Players take turns drawing a horizontal or vertical line to connect two dots. The object of the game is to complete (with the fourth line) as many boxes as possible. The player with the most boxes at the end of the game is the winner.

To connect two dots, move the cursor to the spot where you wish to place a line. When the line is correctly shown, click the mouse button to draw the line. When you complete a box, a stick figure is placed in the box; when Fatty Bear completes a box, a picture of Fatty Bear is shown. Whenever a player completes a box, he gets another turn.

Difficulty Levels

Easy - Fatty Bear tries to lose; he rarely completes a box. Not much of a challenge, but a great place to learn the basic rules.

Medium - Fatty Bear understands how to play, but he still makes a lot of mistakes. Play also moves to a larger grid than before.

Hard - Fatty Bear knows how to win. He still makes mistakes, but not nearly as many as he did at the Medium level.

Hardest - Fatty Bear **never** makes a mistake. Never.